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Common Kingslayer <sup>[5]</sup>

**KingSlayer**, (King Slayer)

a didactic [open source chess engine](#) by [Harm Geert Muller](#) written in [C](#) and compliant to the [Chess Engine Communication Protocol](#), published in fall 2015 intended to be an inspiration for beginning chess programmers <sup>[1]</sup>. KingSlayer is released through a single source file *simple.c* along with its [Makefile](#) and [README](#) in a [git repository](#) <sup>[2]</sup>. The extensively commented source code illustrates HGM's favored [search](#) techniques and control structure without an outer [iterative deepening](#) loop, but [IID](#), some [goto statements](#), and the [delayed-loss bonus](#) <sup>[3] [4]</sup>.

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## Forum Posts

- [Re: Symbolic vs KingSlayer](#) by [Harm Geert Muller](#), [CCC](#), October 01, 2015
- [Re: Single threaded or simplified version of stockfish ?](#) by [Harm Geert Muller](#), [CCC](#), October 16, 2016

## External Links

### Chess Engine

- [hgm.nubati.net Git - simple.git/summary](#)  
[hgm.nubati.net Git - simple.git/blob - README](#)

### Misc

- [kingslayer - Wiktionary](#)
- [The Kingslayer from Wikipedia](#)
- [Malo kingi or the common kingslayer from Wikipedia](#)

## References

1. [^ hgm.nubati.net Git - simple.git/blob - README](#)
2. [^ hgm.nubati.net Git - simple.git/summary](#)
3. [^ Delayed-loss-bonus discussion goes here](#) by [Harm Geert Muller](#), [CCC](#), September 28, 2007
4. [^ Re: The cause of extreme piece shuffling](#) by [Harm Geert Muller](#), [CCC](#), January 11, 2016
5. [^ Malo kingiMalo kingi or common kingslayer](#), an [Irukandji jellyfish](#), [Queensland](#), [Australia](#), October 15, 2005, image by [GondwanaGirl](#), [CC BY-SA 3.0](#), [Wikimedia Commons](#)
6. [^ based on hgm.nubati.net Git - simple.git/blob - README](#)

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